METAL MORPH™

FCI®

INSTRUCTION MANUAL

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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METAL MORPH

Genetic engineering and space technology under a decade-long secret experiment have produced a method of altering nuclear structures within organic matter into a previously unknown elemental metal compound so flexible, so resilient, that it's like liquid steel; within every atom, the memory of a thousand of the most powerful microprocessors. The result: body morphing — machine and human.

Metamorphosis, Shape-changing, body-blending, call it what you will, it's a reality which needs only to be tested. The testing ground, the ultimate frontier; the test-pilot, you.

Now, the last thing you remember, you had just morphed your ship through the interdimensional Hypergate into a new galaxy — you are coming out of unconsciousness. You are aware that your body is being poked and prodded, experimented on. Your ship, where's your MetalMorphing ship? Your brain feels hazy, your vision is blurred, but it's coming back to you. Your ship was ambushed, taken apart, its components spread across this alien galaxy.

It's clear to you as you take in your surroundings, that these alien creatures are extremely intelligent. It's also clear to you that they're extremely aggressive. If they unlock your secret of MetalMorphosis, they will be able to cross through the interdimensional hypergate. This could put the home planet in serious danger. Your eyes are focusing on some holographic type of map. You make out that it's the Milky Way. There's Polaris, Alpha Centauri, Neptune. Suddenly you're caught short of breath. One of the aliens has raised a mechanized talon and Swooooooosh, pinched planet Earth out of existence.

What can you do? There is only one possible thing to do. Escape from the lab and somehow locate your ship. Get back through the hypergate. Warn Earth before it's too late.

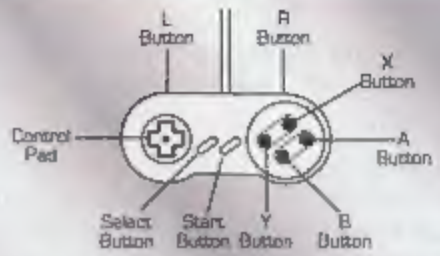
STARTING UP

1. Turn OFF the power switch on your Super NES. Never insert or remove a game pak when the power is on.

2. Make sure a Controller is plugged into the game port of the Super NES. Insert the game pak into the slot and press firmly to lock the game pak in place.

3. Move the power switch to On. The game logo should appear. If it doesn't, turn off your Super NES and begin this process again.

CONTROLS



Press the Control Pad left or right to move left or right.

Press the Control Pad down to crouch.

Press the Y Button to shoot straight ahead.

Press the Y Button while pressing the Control Pad in any direction and you will shoot in that direction.

Press the B Button to jump (you will somersault in the air).

Press the L or R Button to use your morphing ability.

Pausing: During game play, you may press the Start Button to pause the game, and again to resume play.

Note: These controls are defaulted to these positions and may be changed from the Option Screen.

DISPLAYS

From the Title Screen "Metal Morph Control Center" choose from either Start, Options, Audio or Intro, by pressing the Control Pad up or down until the highlighting box is around your selection. When your selection is highlighted, press any button except the Select Button to choose it. If you wait, a demonstration will run. Press the A Button at any time during the demo to get back to the Title Screen. Pressing START will pause the demo.

OPTIONS

To get to the Options Screen press the Control Pad down until Options is highlighted (has a box around it), then press any button except the Select Button.

From the Options Screen "Metal Morph Mission Adjust" you can choose options from 5 different categories: Flight Controls, Platform Controls, Start Level, Difficulty and Game Play.

From the first option category, "Flight Controls", you can customize your controls, i.e. select which buttons you want controlling what action. Press the Control Pad left or right to change the button options, i.e. Fire 1 is A, Fire 2 is Y, or Fire 1 is Y, Fire 2 is B etc. Pressing the Y Button will also change the Y Axis between Flight and Arcade modes.

From the second option category, "Platform Controls", you can customize your controls, i.e. select which buttons you want controlling what action. Press the Control Pad left or right to change the button options, i.e. Fire may be controlled by the A, B, X or Y Buttons and Jump may be controlled by the A, B, X or Y Buttons.

From the third option category, "Start Level", press the Control Pad left or right to select from options one, two, three or four. This will cause you to begin the game on either Level 1, Level 2, Level 3 or Level 4.

From the fourth option category, "Difficulty", press the Control Pad right or left to choose from Easy, Norm (normal) or Hard levels of play.

From the fifth option category, "Game Play", press the Control Pad left or right to choose between Full Fiction and Action Only. Full fiction mode will present dialogue boxes on the screen, Action Only mode will not.

CHOOSING YOUR AUDIO

From the Audio Screen, you can choose options from 3 categories: Audio Mode, Music and Sound FX. You can also run a Sound Test.

From the Audio Mode category press the control Pad left or right to choose between Stereo and Mono.

From the Music category, press the Control Pad left or right to choose between Enabled and Disabled. This turns music on or off.

From the Sound FX category, press the Control Pad left or right to choose between Enabled and Disabled. This turns the sound effects on or off.

If you decide to run a Sound Test, press the Control Pad down to place the highlighted box around the words Sound Test, then press the Start Button. This will take you to the "Metal Morph Sound Tests" Screen.

GAME PLAY

YOUR MISSION

The Allied Intragalactic Matrix has created a Hypergate in space, allowing certain liquid matter to travel from this galaxy to a galaxy we call Otherside. As the most advanced test-pilot in the Matrix, with your morphable liquid body, you were to pass through the Hypergate and make peaceful contact with the intelligent life forms you find there. Since you've been attacked and your ship disassembled, you must now escape, reassemble your ship, and fight your way back to Earth before the secrets of morphing are captured by hostile aliens.

PRECAUTIONS

Members of AIM were concerned about sending you into essentially unknown territory unarmed. Therefore, you are equipped with weapons capabilities, both on the Intrepid and in your body-armor. Weapons use, however, requires more energy than you are able to carry. Extra power-up material is fairly abundant in the Otherside Galaxy. You will need to pick it up as necessary.

INVULNERABILITIES

Your body is invulnerable while in morph form, and re-animates a limited number of times in the event of a serious accident. The only thing that can harm you while in morph form are the highly-charged force-fields. While your body is shielded (just after re-animating, or using certain Power-Ups) you are also invulnerable. With other Power-Ups, you are able to re-animate more times.

SHIP MORPH PODS

Your ship, the AIMS Intrepid, has eight easily recognizable morph pods which allow it to change shapes— one shape per morph pod. If the aliens discover a way to reverse engineer the pods, attack through the Hypergate becomes possible. For this reason, the pods are linked to the ship's main computer, and when a pod is removed, the ship is able to track its location. A missing pod, however, means your ship loses one of its morph abilities, as well as its ability to traverse the Hypergate.

NAVIGATION AND RECONNAISSANCE

Although the Hypergate takes you across the vast distance between galaxies, once you are within a system you have to maneuver on your own. The Intrepid auto-pilots the most direct course. Should you encounter enemy fire, you must take immediate action. Use the controls of the ship to dodge, maneuver, and attack. Remember, the more advanced ship pods have more powerful armament capabilities.

YOUR SHIP

The AIM Intrepid

ALIEN ENVIRONMENTS

According to the information we've accessed from our space probe, these are worlds you may expect to encounter:

Lava Planet, Magmus
Industrial Planet, Dannub
Cavern Planet, Speleos
Military Planet, Semperus
Desert Planet, Cridean

KNOWN ALIEN LIFE FORMS

We are able to provide you with these examples of Otherside life forms. We are sure that you will encounter many more than these.

EXTRA CONTINUES

You will occasionally find a pack which provides you with an Extra Continue. Crouch down (Control Pad down) to pick it up.

POWER-UPS

Shield and Ammo Crate packs increase the energy of your weapons or make you temporarily invulnerable. Crouch down (Control Pad down) to pick them up.

FORCE FIELD SWITCHES

Before you can pass through a force field, you must first find the switch that controls it. Activating the switch (stand in front of the switch and press the Control Pad up) toggles the field on and off. Some switches are disguised as wall panels.

SPACE FLIGHT LEVELS

Shooting the energy pods in the space levels gives you added Power-Ups.

POWER-UPS IN FLIGHT LEVELS

SHIELD: Makes you invulnerable for a limited time.

SPEEDUP: Gives your ship extra power to move.

CONTINUE: Gives an extra continue.

SMARTBOMBS: Destroys all the enemies in view.

TIPS

- **If you find a safe position, use it. Stay put until you've eliminated as many aliens as you can.**
- **When you are flying in space, destroying the enemy is not as important as staying alive. The only ships you must destroy are the final defenders of the planet. Once over the planet's surface, however, your success depends on destroying all attacking ships.**
- **Aliens floating behind walls and floors can be avoided by jumping over them or morphing to liquid.**
- **You are invulnerable (except from force fields) when you are in liquid form.**
- **Keep moving! On the sliding floors keep jumping.**

- Some platforms, which will not support your weight in human form, will hold the more spread out weight of your liquid morph-form.

- You can pass through some barriers only as a liquid. Always be ready to experiment.

- When a jump seems necessary but also seems impossible, jump and hold your direction. You may find another platform, farther down, where you can land.

- When attacking a Boss Monster, attack all the doors first, doing as much damage as you can before you actually destroy any doors. The Boss moves only after you actually destroy an iris door.

- Some switches de-activate the moving floors.

- Some tubes take you to different rooms depending on your skill level.

NOTES

CREDITS

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